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ABSTRACT

The use of games and simulations is a method that educators are finding especially useful in presenting information about population concerns. The "Futures Wheels" is a participatory classroom exercise, designed to demonstrate probable consequences of future population increases and is also used to illustrate a wide range of population related problems. The "Card Game on Family Welfare," produced by participants of the Regional Training Workshop for the Development of Population Education Materials for Special Interest Groups, is directed at youths who are no longer in school. Complete directions and illustrations for the games are given. (NL)

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INNOVATIONS IN POPULATION EDUCATION:

CONVEYING POPULATION EDUCATION

THROUGH GAMES

POPULATION EDUCATION IN ASIA AND THE PACIFIC

NEWSLETTER AND FORUM, NO. 26

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Conveying Population Education Through Games

Of the many forms and types of materials that have been produced for population education, games and simulations have been the least considered and least used. However, a number of research studies have found the usefulness of games as educational techniques especially for conveying population education messages. Games' effectiveness is primarily found in its ability to involve learners intensely and directly in the process of learning because it is fun and entertaining. Entertainment is a powerful tool for motivating learners. Most importantly, they are able to compress time and space of real-life situations, giving players a chance to learn the consequences of actions and situations without actually going through them. This is especially applicable in the field of population where the effects of population variables result after a long time span. For example, players learn how time, fate and other circumstances affect decision-making regarding life-styles and family size.

This section features two games. The first one is entitled Teaching Tips – Future Wheels from "Children's Views of the Future: Innocence Almost Lost," Phi Delta Kappan, May 1986 written by Peter Wagschal and Lynell Johnson and featured in the May issue of the Population Education in the Pacific. The second one is a Card Game on Family Welfare which was produced by the participants of the Regional Training Workshop for the Development of Population Education Materials for Special Interest Groups organized by Unesco in Pakistan from 20 April to 2 May 1987.

Teaching Tips – Futures Wheels

In a recent article "Children's Views of the Future: Innocence Almost Lost", by Wagschal and Johnson in the May 1986 issue of the *Phi Delta Kappan*, it was reported that missing from students' views of the future is any real sense of the relationship between their own lives and events in the rest of the world. For example, while students may

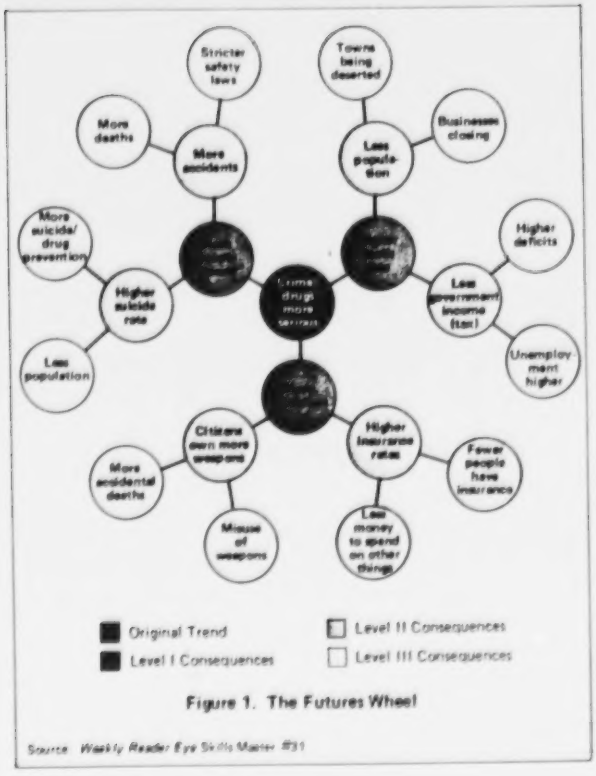


Figure 1. The Futures Wheel

Source: *Weekly Reader Eye Skills Master* #31

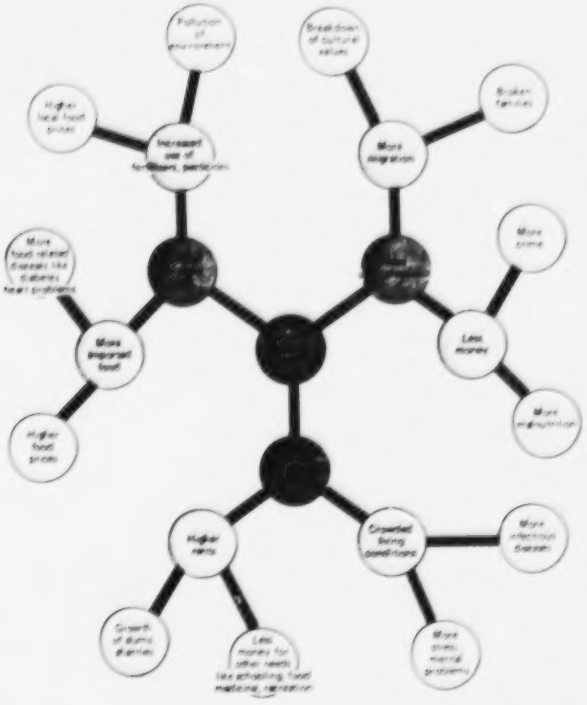


Figure 2. Some Consequences of Rapid Population Growth in a Country

see the future of the world "teetering on the brink of disaster or blossoming with possibilities, their futures manage to remain unaffected". In other words, their perceptions of their personal futures bear no relationship to the larger future they have predicted. In population matters, even if they believe that in 30 years there will be too many people and not enough food, they expect that they, themselves, will have as much or more than what they or their parents now have. They see no impact of global, or even national events on their own lives. This points to the need for an organized system for learners to think through the consequences of large scale events, if possible, down to a personal scale.

If population education is to be most effective, population issues must be seen by the learner as issues which will affect his own life. Hence, the emphasis on the objectives related to changing or developing attitudes, values, and even behaviours in order to improve their quality of life. This short article suggests another teaching technique to get learners to examine consequences of larger-scale population-related events on their own lives.

In the Kappan article referred to, Wagschal and Johnson suggest the use of *Futures Wheels* in a teaching situation in order to enable students to look at likely consequences of events. Figure 1 illustrates the results of a classroom session using the Futures Wheels which enable the students to look at likely consequences of events. More specifically, it illustrates the results of exploring the consequences of increased crime and drug use on society.

In developing a *Futures Wheel*, the authors recommend the following steps:

1. The teacher and the students must first settle on a trend they wish to explore.

2. The teacher asks the students to describe probable consequences (perhaps 3 or 4 of the trend.)

3. Each of these first level consequences then becomes the centre of its own wheel as the class searches for second-level consequences.

4. This process is continued until the class has reached a third or fourth level of consequences, which hopefully demonstrate effects on their own lives.

Try constructing a *Futures Wheel* using a population-related problem. For example, one on the problem of rapid population growth in a country might look something like Figure 2.

Of course, only some of the consequences are shown, and you should develop *futures wheels* for other problems, trends and/or other consequences for the same problem or trend. All or some of the consequences should be carried out to the levels which demonstrate how these will or can

affect one's personal life. After all, this technique is intended to show the learner how a population-related problem in a larger context (global, regional, national, local), can affect his own life.

Try it.

Reference: Wagschal, Peter H., and Lynell Johnson, "Children's Views of the Future: Innocence Almost Lost", *Phi Delta Kappan*, May 1986.

Card Game on Family Welfare

Title: Card Game on Family Welfare

Format: Game

Target Audience: Out-of-School Youth

Materials: This game consists of four "Base sheets" and 25 small "Cards" which are illustrated with the messages on preparation for marriage, planned family, changing roles of women, and cultural components.

Objectives:

1. To provide learning opportunities through game.

2. To make the youth understand population education concepts such as,

   a) Preparation for marriage

   b) Planned family.

   c) Changing role of women and its consequences on family life.

   d) Cultural enrichment for healthy and happy life.

Message:

1. Responsible parenthood promotes small family norm.

2. A planned family is a happy family.

3. Changing roles of women lead to proper spacing and small family size.

4. Are you ready for marriage?

Methodology (How to play this game)

1. The instructor first explains the objectives of the game before starting. After that he explains the rules of this game in the following manners:–

   a) This is one kind of competitive card game to find out who will be the first winner.

   b) This game can be played by four persons.

   c) Then the instructor distributes four base sheets, one for each player.

   d) The Instructor also distributes the small cards, each one gets six cards, except for one who receives seven cards.

2. Every player starts to put down the same card that matches those on the base sheets, if he has the same card similar to those featured in base sheet.

3. Then one player will pick up one card from the second player, matching this on the base sheet. This process continues until someone finishes matching his cards with those in the base sheet.

4. The player who finishes first in matching all his cards on the base sheet will be the winner.

5. This game continues until the time when every body finishes matching the cards on the base sheet.

6. One player will be left with an unmatched card (having the picture of a family with more children). He will be the most unfortunate among four players.

Evaluation:

1. The evaluation of this game will be conducted through observation of the situation when the youth are actually playing the game. Their involvement in the game will testify its usefulness.

2. A set of questions will be asked orally from the player about population messages infused in the game cards and base sheet. Some sample questions are given below:

   a) How do you like the game?

   b) Why did the player who finishes first in matching all his cards on his base sheet become the victor?

   c) Why did the player who have left an unmatched card (having the picture of a family with more children) become unfortunate players?

   d) How can you make your family life happier?

   e) What factors should you consider before getting married?

   f) What are the advantages of small family?

"CARD GAME" ON FAMILY WELFARE

Base Sheet No. 1

CHANGING ROLES OF WOMEN

Women Can Promote Her Family Life

Base Sheet No. 2

PLANNED FAMILY

Planned Family Is A Happy Family

Base Sheet No. 3

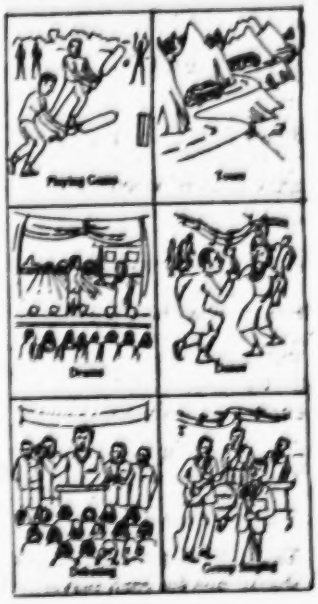
PREPARATION FOR MARRIAGE

You Should Perform Before Getting Ready For Marriage

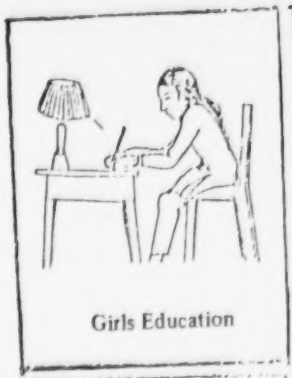
Base Sheet No. 4

PARTICIPATION IN SOCIO-CULTURAL ACTIVITIES

You Can Enjoy Happy Life

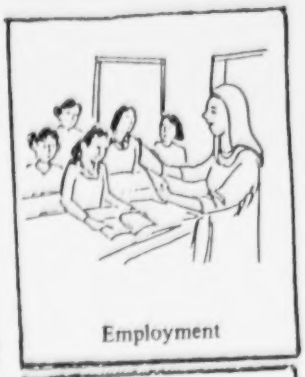


Small Cards


Girls Education

House Keeping

Vocational Training


Employment

Social Equality

Working Hand in Hand

Responsible Parenthood Counselling

Family Planning

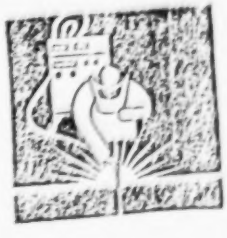
Spacing Birth

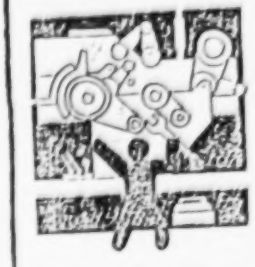
Care of the Child Health

Family Members Helping Each other

Happy, Healthy and Small Family

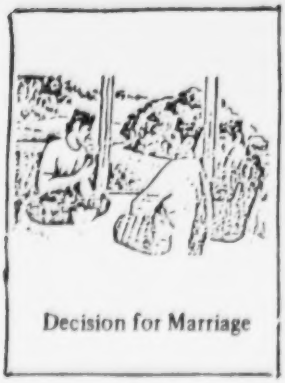
Education


Vocational Training

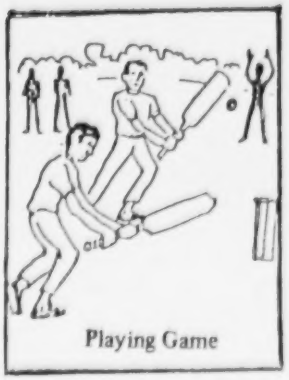

Employment

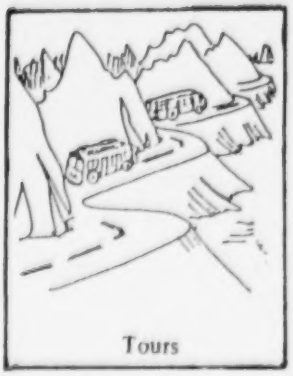
Saving

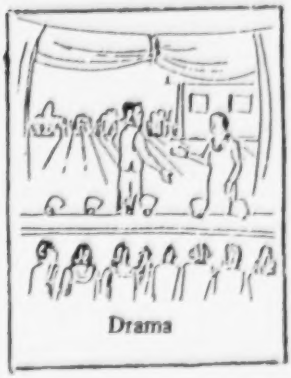
Small Cards


Decision for Marriage

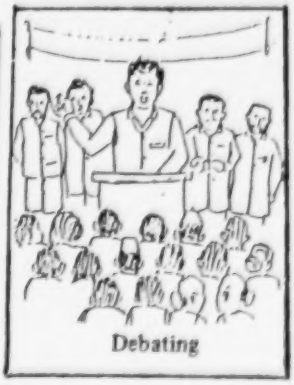
Marriage


Playing Game

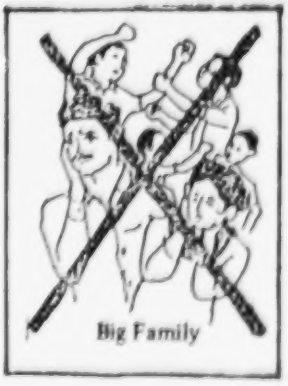

Tours


Drama

Dance


Debating

Group Singing


Big Family